

(12) UK Patent Application (19) GB (11) 2 218 561 (13) A
(43) Date of A publication 15.11.1989

(21) Application No 8808918.0

(22) Date of filing 15.04.1988

(71) Applicant
Poter Simper Enterprises Limited
(Incorporated in the United Kingdom)

P O Box 43, 13/14 The Maltings, Braemill Lane,
Bath BA2 3DE, United Kingdom

(72) Inventors
Neil Beverly Coates
Michael Charles Evans
Roger John Gately

(74) Agent and/or Address for Service
Barker Brettell & Duncan
138 Hagley Road, Edgbaston, Birmingham, B16 9PW,
United Kingdom

(51) INT CL¹
G09F 13/00

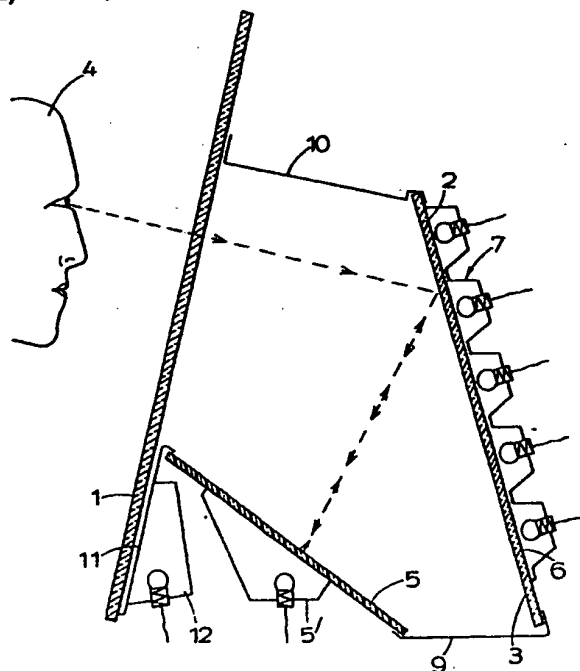
(52) UK CL (Edition J)
G5C CEN
U1S S1174

(56) Documents cited
GB 2116858 A GB 2049984 A

(58) Field of search
UK CL (Edition J) G5C CAC CBB CCC CDBX CEJ
CEL CEN
INT CL¹ G09F

(54) Gaming machines

(57) A fruit machine has a first display panel (2) which is lightly silvered on its front surface to act as a mirror for reflecting a display of game information provided on a second panel (5) when the second panel 5 is illuminated by a light box (15). When, alternatively, a light box (7) behind the first panel (2) is illuminated, other game information provided on the rear surface of the first panel (2) is seen by the machine player. This provides a compact display structure.



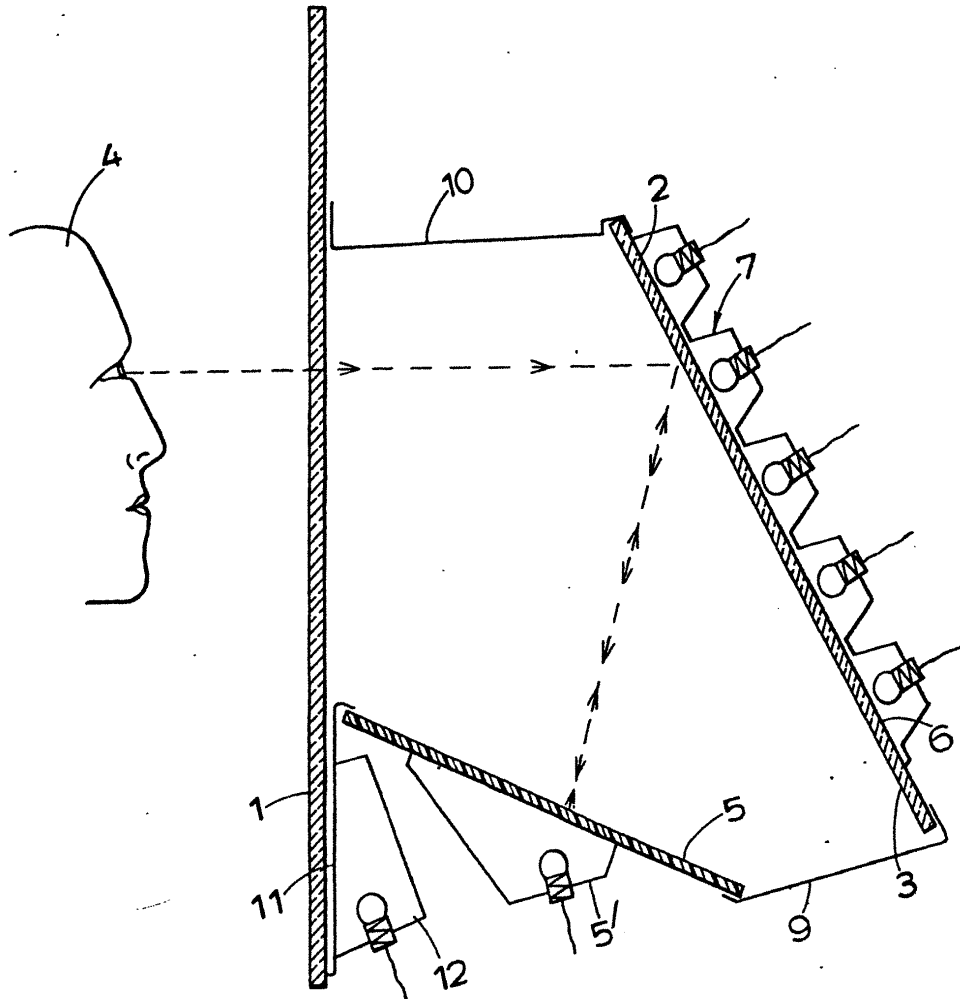
At least one drawing originally filed was informal and the print reproduced here is taken from a later filed formal copy.

The claims were filed later than the filing date within the period prescribed by Rule 25(1) of the Patents Rules 1982.

GB 2 218 561 A

2218561

1/1



GAMING MACHINES

5 This invention relates to gaming machines and particularly, but not exclusively, to so-called "fruit machines".

10 Most fruit machine cabinets are provided with two glass panels which are screen printed on their rear surfaces with information relating to the machine game and to the progress of a game, together with decorative artwork. The panels are illuminated from behind by various lights, many of which are intermittently used to illuminate selected parts of the printed material. The machine reels, or optical equivalents, are visible 15 through one panel, usually the lower panel.

20 It will be appreciated that the size of such conventional display panels for machine information is limited by the size of the machine cabinet. In recent years there has been a tendency to increase the number and complexity of game features on a machine, which can lead to an undesirable crowding of the displayed information.

25 According to the invention a gaming machine comprises a cabinet, a window in the cabinet to enable a machine player to view game information provided by a display assembly housed within the cabinet, the display assembly comprising a partially reflecting, partially transparent panel arranged to provide to the machine 30 player a reflected image of a first display when the first display is made operative, and to provide a transmitted image from a second display when the second display is made operative.

The partially reflecting panel is preferably a sheet of transparent material, conveniently glass, of which the front surface, that surface facing the window, has been treated to make it partially reflecting, conveniently by lightly silvering the surface.

The first display is preferably a sheet of transparent material on which game information/artwork has been provided, conveniently by silk-screening, and the first display is illuminated when operative by lighting means positioned behind the sheet, that is on the side of the sheet remote from the panel.

The second display is conveniently provided on the rear surface of the panel itself, the side of the panel remote from the window, but if desired the second display could be spaced from the rear surface of the panel.

It is preferably arranged that the first display provides information relating generally to the game, which the player can read before commencing playing of a game, but that the second display provides information on game features during the course of a game or series of games.

A fruit machine in accordance with the invention will now be described, by way of example only, with reference to the accompanying drawing which is a schematic vertical cross-section of the front upper part of the machine cabinet.

In the drawing a clear glass window 1 is provided in the front wall of the upper part of the fruit machine cabinet. A partially-reflecting panel 2 is

positioned within the cabinet spaced rearwardly from the window 1. Panel 2 is a 3mm sheet of glass which is lightly silvered on its front surface 3 to render the front surface partially reflective.

5

The panel 2 is inclined to the vertical as shown such that a machine player 4 can see the reflected image of a first display constituted by an silk-screened PERSPEX (Trade Mark) panel 5 illuminated by a light box 5'. Panel 5 is positioned such that it will not generally be seen directly by the player when the player looks through the window 1, and as shown the panel 5 is angled downwardly with respect to the normal to the window glass 1.

15

The second display is provided by silk-screening on the rear surface 6 of panel 2, and a suitable light box 7 is located behind panel 2 for illuminating the panel 2.

20

The panels 2 and 5 will usually be selectively illuminated such that the player sees a display generated directly by panel 2 or by reflection from panel 5, but if desired it might be possible to combine some elements from both displays. Usually the panel 5 will be illuminated initially to provide general information on the game provided by the machine, and once the game has commenced the panel 2 will be illuminated by light box 7 to display information relating to game features/progress of the game.

25

Suitable non-reflective masking 9, 10 is provided, and it is possible, as shown at 11, to display some information directly through parts of the window 1, by providing a supplementary light box 12 in conjunction with some printing on the window 1.

35

Although the panel 3 is shown angled downwards from the vertical plane in the drawing, it would be possible to angle that panel in other directions if desired.

5

Of course, it is necessary to reverse the printed information on panel 5 to take account of the reversal on reflection.

10

15

20

25

30

35

CLAIMS

1. A gaming machine comprising a cabinet, a window in
5 the cabinet to enable a machine player to view game
information provided by a display assembly housed
within the cabinet, the display assembly comprising a
partially reflecting, partially transparent panel
10 arranged to provide to the machine player a reflected
image of a first display when the first display is made
operative, and to provide a transmitted image from a
second display when the second display is made
operative.
- 15 2. A gaming machine as claimed in claim 1 in which
the partially reflecting panel is a sheet of
transparent material of which the front surface, that
surface facing the window, has been treated to make it
partially reflecting.
- 20 3. A gaming machine as claimed in claim 1 or claim 2
in which the first display is a sheet of transparent
material on which game information/artwork has been
provided, and the first display is illuminated when
25 operative by lighting means positioned behind the
sheet, that is on the side of the sheet remote from the
panel.
- 30 4. A gaming machine as claimed in any of the
preceding claims in which the second display is
provided on the rear surface of the panel itself, the
side of the panel remote from the window.
- 35 5. A gaming machine as claimed in any of the
preceding claims in which it is preferably arranged
that the first display provides information relating

generally to the game, which the player can read before commencing playing of a game, but that the second display provides information on game features during the course of a game or series of games.

5

6. A gaming machine substantially as described with reference to the accompanying drawing.

10

15

20

25

30

35